

WOLF VAN VEEN .ART

SHADER & VFX TECHNICAL ARTIST

I love working together with enthusiastic people to create amazing games, though I am very much capable to work on my own. I am a creative, ambitious, self-motivated and adaptive learner with a broad skill set and a passion for games.



Experience

2015 - 2016	ART LEAD, Cyber-bit Studios, The Netherlands - Breda <ul style="list-style-type: none"> All Shader / Material creation & implementation All Particle creation All Post-Processing creation HUD creation Project Management Art Team Management
2015 - 2016	TECHNICAL SHADER & VFX ARTIST, XIOMAX, The Netherlands - Breda <ul style="list-style-type: none"> Shader / Material creation & implementation Particle creation & implementation Post-Processing creation & implementation Unreal4 Blueprint creation 3D Modeling & Texturing creation & implementation
2014	3D MODELING & TEXTURING ARTIST, COOKIE 4, The Netherlands - Breda <ul style="list-style-type: none"> 3D Modeling & UV'ing Hard surface Texturing Fog Shader creation
2014	FREELANCE PROGRAMMER, Doubledog, The Netherlands - Breda <ul style="list-style-type: none"> HTML Coding PHP Coding SCSS Coding Database Functionality

Education and Qualifications

2012 - 2016	TECHNICAL ARTIST, NHTV - University of Applied Sciences, The Netherlands - Breda Bachelor of Engineering in Game Architecture and Design
2009 - 2012	NATURE, ENGINEERING & HEALTH, Gerrit van der Veen College, The Netherlands - Amsterdam Higher General Secondary Education
2007 - 2009	PRE-UNIVERSITY, Barlaeus Gymnasium, The Netherlands - Amsterdam Pre-University

Skills and Competences

LANGUAGES	DUTCH: Native Language	ENGLISH: Fluent	
SKILLS	EXPERT KNOWLEDGE	<ul style="list-style-type: none"> Advanced Material & Shaders Particle Systems 	<ul style="list-style-type: none"> Post Processing Web Development & Design
	PROFESSIONAL KNOWLEDGE	PROFICIENT KNOWLEDGE	BASIC KNOWLEDGE
TOOLS	EXPERT KNOWLEDGE	<ul style="list-style-type: none"> Unreal Engine 4 Adobe Photoshop 	<ul style="list-style-type: none"> Autodesk Maya Unity 3D
	PROFESSIONAL KNOWLEDGE	PROFICIENT KNOWLEDGE	BASIC KNOWLEDGE
	<ul style="list-style-type: none"> Sony Vegas Pro Adobe Illustrator Substance Designer Roadkill xNormal UDK 	<ul style="list-style-type: none"> Houdini Adobe Flash Quixel SUITE Marmoset Toolbag Adobe After Effects Audacity 	<ul style="list-style-type: none"> PopcornFX FumeFX Realflow ZBrush Playstation Mobile Cortona

Interests and Activities

GAMES	FAVOURITES: Horizon, Portal 2, Fallout 4, Skyrim	ARTS	I enjoy drawing, painting, photography
COOKING	I enjoy cooking with and for people	SPORTS	I enjoy playing basketball, working out, yoga
MUSIC	Music enthusiast. Playing Piano for 14 years. Composing on Piano for 2 years	TRAVELING	Exploring new cultures and countries has fascinated me since I was little

